## AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of processing work units from client systems comprising:

allocating a plurality of processing slots based on respective priorities of the ~~respective~~ client systems, wherein allocating includes providing a higher number of the plurality of processing slots to high priority client systems, and a lower number of the plurality of processing slots to low priority client systems;

assigning work units to the plurality of processing slots, the work units having object priority levels associated with them as determined by the client systems when assigning objects to the work units; and

sending the work units to the client systems for processing in accordance with the allocation of the plurality of processing slots; and

processing the work units in accordance with the corresponding object priority levels.

2. (Currently Amended) The method of claim 1, further comprising:

~~receiving a high priority work unit from a first client;~~

pushing ~~current~~ the work units ~~of the first client~~ onto a client stack based on the object priority levels~~; and~~

~~processing the high priority work unit by assigning the high priority work unit to the plurality of processing slots~~.

3. (Cancelled)

4. (Currently Amended) The method of claim ~~3,~~ 1, wherein the predetermined number of processing slots approximately corresponds to a predetermined portion of the plurality of processing slots, and the plurality of processing slots varies based at least in part on availability of resources.

5. (Original) The method of claim 1, wherein the work units comprise network data packets.

6. (Currently Amended) The method of claim 1, further comprising re-prioritizing a first work unit in ~~a~~ the client stack based at least in part on a second work unit being at least partially dependent upon the first work unit.

Claims 7-13 (Cancelled)

14. (Currently Amended) A machine-readable medium having stored thereon data representing sets of instructions which, when executed by a machine, cause the machine to:

allocate a plurality of processing slots based on a priority of client systems,

wherein allocating includes providing a higher number of the plurality of processing slots to high priority client systems, and a lower number of the plurality of processing slots to low priority client systems;

assign work units to the plurality of processing slots, the work units having object priority levels associated with them as determined by the client systems when assigning objects to the work units; and

send the work units to the client systems for processing in accordance with the allocation of the plurality of processing slots; and

process the work units in accordance with the corresponding object priority levels.

15. (Currently Amended) The machine-readable medium of claim 14, wherein sets of instructions, when executed by the machine, further cause the machine to:

~~receive a high priority work unit from a first client;~~

push ~~current~~ the work units ~~of the first client~~ onto a client stack based on the object priority levels~~; and~~

~~process the high priority work unit by assigning the high priority work unit to the plurality of processing slots~~.

16. (Currently Amended) The machine-readable medium of claim 14, wherein sets of instructions, when executed by the machine, further cause the machine to re-prioritize a first work unit in ~~a~~ the client stack based at least ~~partially based~~ in part on a second work unit being at least partially dependent upon the first work unit.